

WHAT IS CLAIMED IS:

1. A gaming apparatus, comprising:

a cabinet having a front face;

5 a gaming display supported inside the cabinet and positioned adjacent the cabinet front face, the gaming display being operable to generate images; and

a controller operatively coupled to the gaming display, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to allow a person to make a wager,

10 the controller being programmed to cause an image associated with a game to be generated on the gaming display,

the controller being programmed to determine an outcome of the game represented by the image and to determine a value payout associated with the outcome of the game, and

15 the controller being programmed to display on the gaming display a plurality of playing cards where the playing cards change from displaying one of card backs and card fronts to displaying a portion of a display object inside the playing cards wherein the portions of the display object create an identifiable image.

20 2. The gaming apparatus as defined in claim 1, in which the controller is programmed to cause the playing cards to progressively change from displaying the portion of the display object to displaying one of the card fronts and the card backs.

25 3. The gaming apparatus as defined in claim 1, in which the controller is programmed to cause the playing cards to change from displaying one of the card fronts and the card backs to displaying the portion of the display object in when the gaming apparatus is in attract mode.

30 4. The gaming apparatus as defined in claim 1, in which the controller is programmed to cause the gaming display to display a plurality of games.

5. A gaming system comprising a plurality of gaming apparatuses as defined in claim 1, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

5 6. A gaming system as defined in claim 5, wherein said gaming apparatuses are interconnected via the Internet.

7. A gaming apparatus, comprising:
a cabinet having a front face;
10 a gaming display supported inside the cabinet and positioned adjacent the cabinet front face, the gaming display being operable to generate images; and
a controller operatively coupled to the gaming display, the controller comprising a processor and a memory operatively coupled to the processor,
the controller being programmed to allow a person to make a wager,
15 the controller being programmed to cause an image associated with a game to be generated on the gaming display,
the controller being programmed to determine an outcome of the game represented by the image and to determine a value payout associated with the outcome of the game, and
20 the controller being programmed to display on the gaming display a plurality of keno number spaces in a keno game where the keno number spaces change from displaying keno numbers to displaying a portion of a display object wherein the portions of the display object create an identifiable image.

25 8. The gaming apparatus as defined in claim 7, in which the controller is programmed to cause the keno number spaces to progressively change from displaying the portion of the display object to displaying keno numbers.

9. The gaming apparatus as defined in claim 7, in which the controller is
30 programmed to cause a specific keno number space to change from displaying the

portion of the display object to display a specific keno number when the specific keno number is selected by the game.

10. The gaming apparatus as defined in claim 7, in which the controller is programmed to cause the playing cards to change from displaying one of the card fronts and the card backs to displaying the portion of the display object when the gaming apparatus is in attract mode.

11. The gaming apparatus as defined in claim 7, in which the controller is programmed to cause the gaming display to display a plurality of games.

12. A gaming system, comprising a plurality of gaming apparatuses as defined in claim 7, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

13. A gaming apparatus, comprising:
a cabinet having a front face;
a gaming display supported inside the cabinet and positioned adjacent the cabinet front face, the gaming display being operable to generate images; and
a controller operatively coupled to the gaming display, the controller comprising a processor and a memory operatively coupled to the processor,
the controller being programmed to allow a person to make a wager,
the controller being programmed to cause an image associated with a game to be generated on the gaming display,
the controller being programmed to determine an outcome of the game represented by the image and to determine a value payout associated with the outcome of the game, and
the controller being programmed to display on the gaming display a plurality of bingo number spaces in a bingo game where the bingo number spaces change from displaying bingo numbers spaces to displaying a portion of